PANTHER

...in how well they ...

CP-PA

PT-PA

DIMENSION: TABLE 60 ... 25 ... ×42.8cm (W) ×56cm (D)
... 23 ... 32.5 (W) ×22 (D)
... 100W

COCKPIT/163.6cm (H) ×68cm (W) ×153cm (D)
86.4" (H) × 26.8" (W) × 54.2" (D)
... V/ 150W

irem

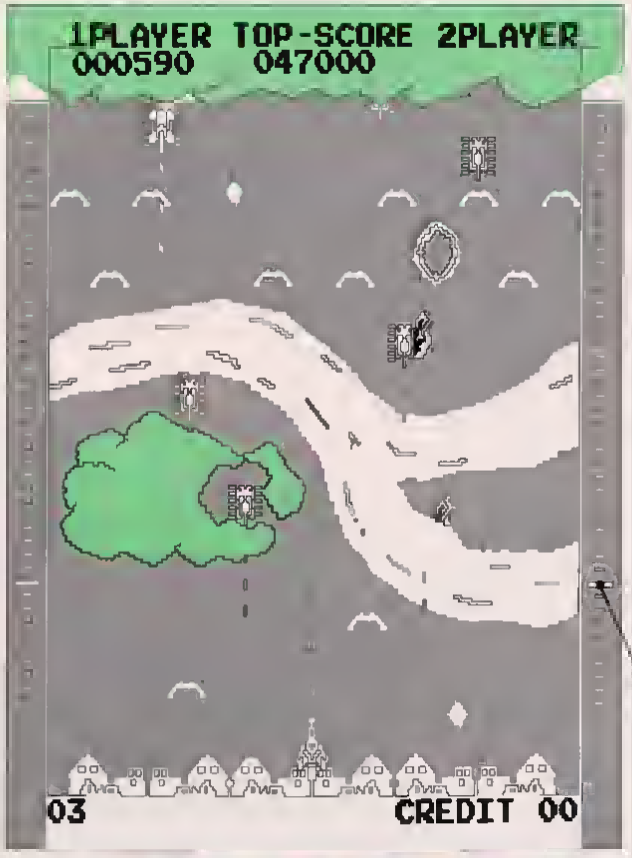
PANTHER

1. Tanks attack and move toward the City, crossing a river and forest. Cannon shots fired from Tanks cannot demage the city. Missiles are ineffective when Tanks enter the river or forest.

2. The Missile Launcher is controlled by the operation lever. The traveling distance of missiles is gauged the Up-and-Oown lever. Then, the firing button is pressed.

3. The Tanks are divided into 2 tread parts, A and C — and the body, B. Missile hits on A or C only decreases Tank speed. The Tank is completely destroyed only if a direct hit is made on the B part.

4. If Tanks are not destroyed, Tanks invade the City and parts of the City is destroyed. When the entire City is destroyed, the Game is over.

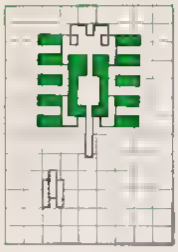


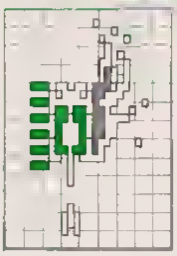
5. When other Tanks are destroyed end only 3 remain, the Tanks retreat . . . and a zig-zag moving King Panther Tank appears. Only a direct hit can destroy the King Penther Tank.

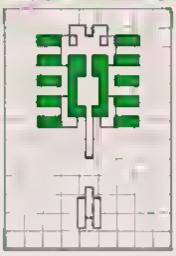
6. When a King Panther is destroyed, a new screen pattern appears. As new patterns appear, the number of Tanks increases.

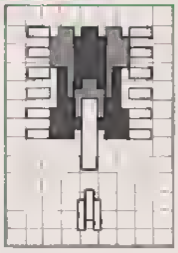
The lever on the right gauges the missile firing distance, with an attached firing button.

SCORING SYSTEM


20 POINTS


30 POINTS


100 POINTS


300 POINTS

BONUS
UNDESTROYED BLDG.
×
150 POINTS

A Missile Launcher is added when the score reeches 5,000 (7,000) points.

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